

Fig.1

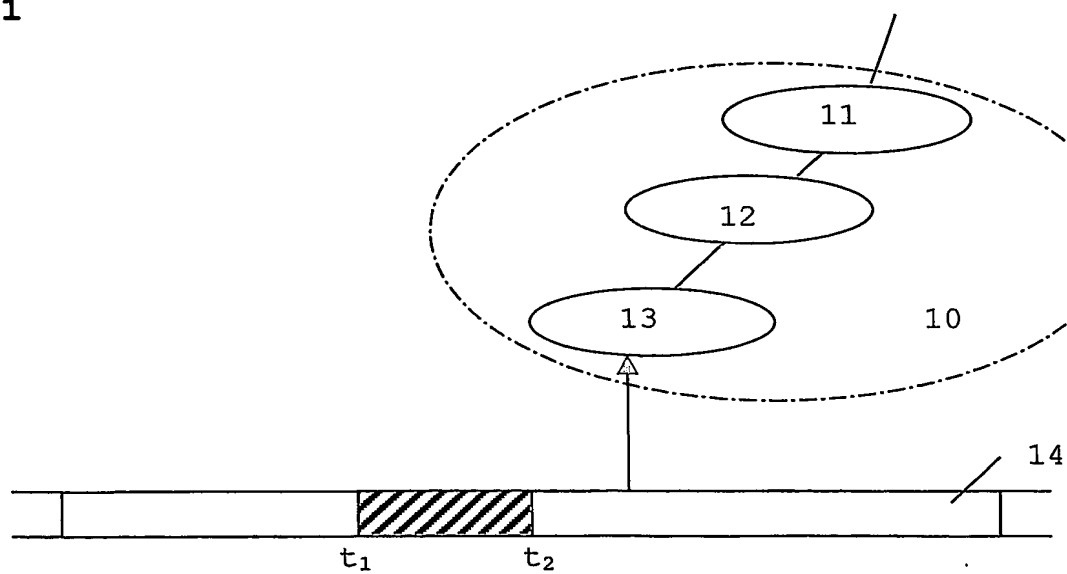


Fig.2

AdvancedAudioBuffer				
{				
Field type	Data type	Name	Default	Range
ExposedField	SFBool	Loop	FALSE	
ExposedField	SFFloat	Pitch	1.0	
ExposedField	SFTime	StartTime	0	
ExposedField	SFTime	StopTime	0	
ExposedField	SFTime	StartLoadTime	0	
ExposedField	SFTime	StopLoadTime	0	
ExposedField	SFInt32	LoadMode	0	>=0
ExposedField	SFInt32	NumAccumulatedBlocks	0	>=0
ExposedField	SFInt32	DeleteBlock	0	<=0
ExposedField	SFInt32	PlayBlock	0	<=0
ExposedField	MFNode	Children	[]	
ExposedField	SFInt	NumChan	1	
ExposedField	MFInt	PhaseGroup	[1]	
ExposedField	SFFloat	Length	0.0	
EventOut	SFTime	Duration changed		
EventOut	SFBool	isActive		
}				

**Fig. 3**